

BLESSINGS

NOEMI AND JOJO

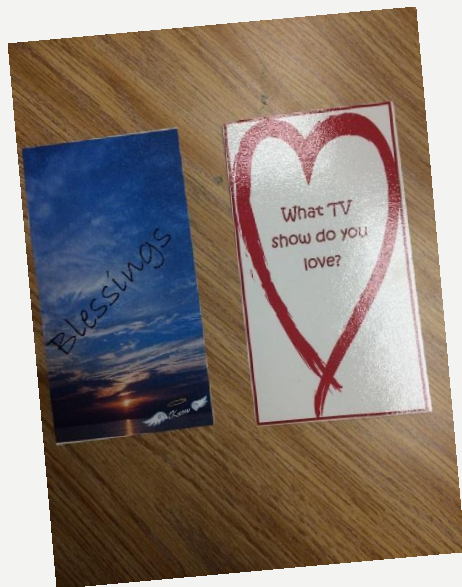
ORIGINAL IDEA

Originally we were going to make a card game that would just be used in the guidance office. In this game it would focus more on mediation and helping out kids who were depressed, anxious, or felt alone. The question be more focused on how to make the person feel better. Each question would state, what's something you love about the other person? This didn't go as plan because we were very limited with the questions. Also if other people wanted to play they were either limited or couldn't because you had to at least know all the people who were playing. Our downfall with our original idea is that we were limited.



ABOUT BLESSINGS

In school there isn't many ice breaker games so we decided to design one. In this game each card has a get to know you question regarding the theme of the card. There are three themes the first one is love (Red) in this card we discuss things that we love. The next is happiness (yellow), in this card the question regard on things that make a person happy. Then there's open (orange) these questions focus on open end questions that get you thinking. Finally there's wishes (blue) these talk about any wishes you have. There are also special cards such as wild, plus 2, swap hands, skip, and reverse. This game is intended to be fun and get everyone involved.



TARGET AUDIENCE

Our targeted audience consisted of anyone and everyone who wanted to play. We intended to have this game be played on the first days of school, in clubs, and in any school event with new individuals.



DELIVERY

In order to test our game we invited in a few TA's during our first hour class. We sat them down and introduced them to the game and explained the rules. After the game was played, we gave them a survey that we designed in order to get a full review and perspective on our game. In the final analysis everyone enjoyed the game.

Blessings Survey

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
This game was well designed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
This game helped me get to know everyone better	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
The game was fun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
The questions were clear and easy to read	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
The questions helped the group get to know each other	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
The rules were easy to follow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Everyone had fun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
This would be a great game for a class room setting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
I would recommend this game to my friends	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I would play this game again	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Is there any suggestions on how we could improve our game, if so how?
make cards smaller

Blessings Survey

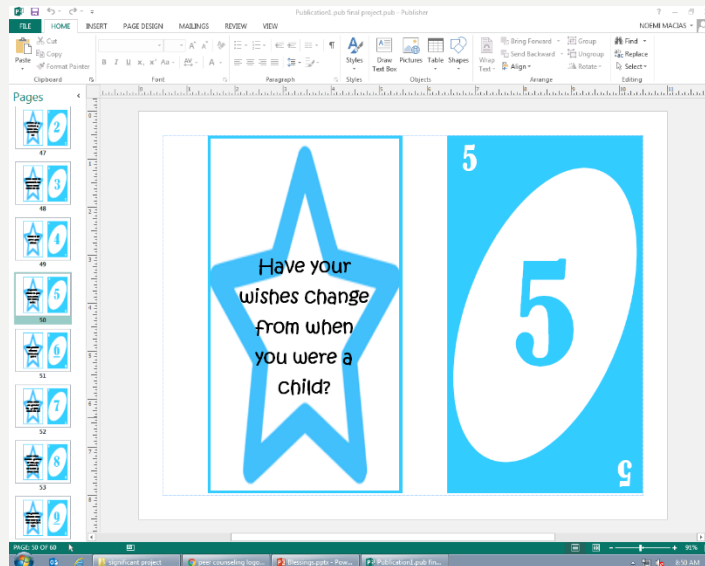
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Is there any suggestions on how we could improve our game, if so how?

JOBS

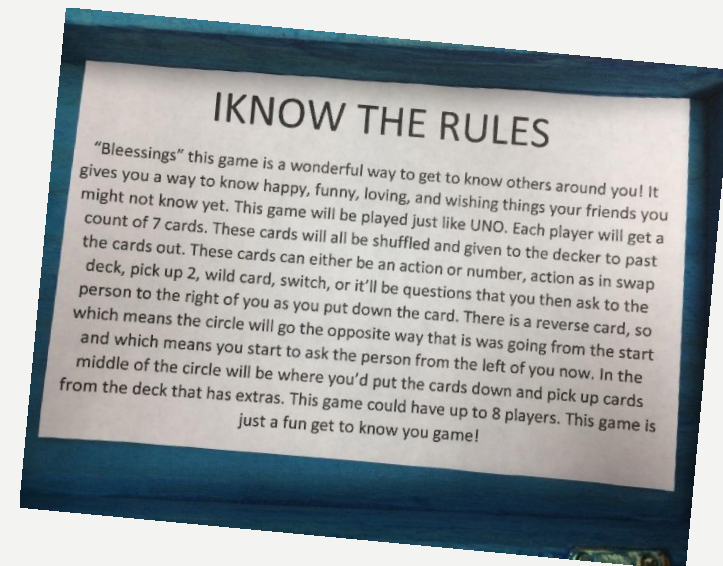
Noemi

- Designed and Edited Cards
- Painted the box
- Cut out cards
- Designed Survey



Jojo

- Came up with Blessings
- Wrote the rules
- Came up with the design
- Painted the Box
- Cut out cards

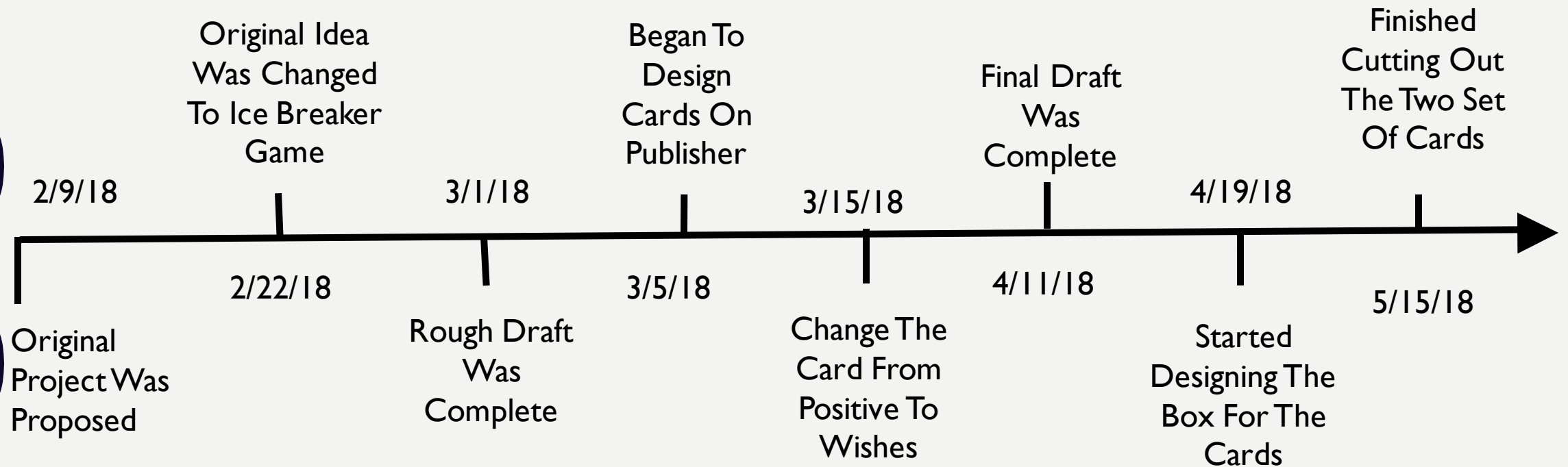


IMPACT

The impact that came with Blessings are that more people got to know each other. People who would never talk to another person end up talking to new and different individuals. This opened up more opportunities for friendships or acquaintances in new environments.



TIMELINE





WHAT WE LEARNED



Jojo: Team work makes the dream work. Also working on such a big project gets you closer to your partner.

Noemi: Work smarter not harder



STRENGTHS AND PITFALLS

The strengths that were acquired from Blessings was our communication skills with each other. We learned how to communicate more and help each other out. Another strength was the ability to get things done before the time limit. We worked hard in order to achieve great amount of work in a small amount of time.

Pitfalls that we had were thinking up of questions for our cards and arranging the cover card with the question card.



IN THE FUTURE....

We hope to have almost every classroom on the first day of school play this game. Also we hope to have more people interact with this game and with each other. After we try it out more we intend to fix any flaws that came out of the game.

